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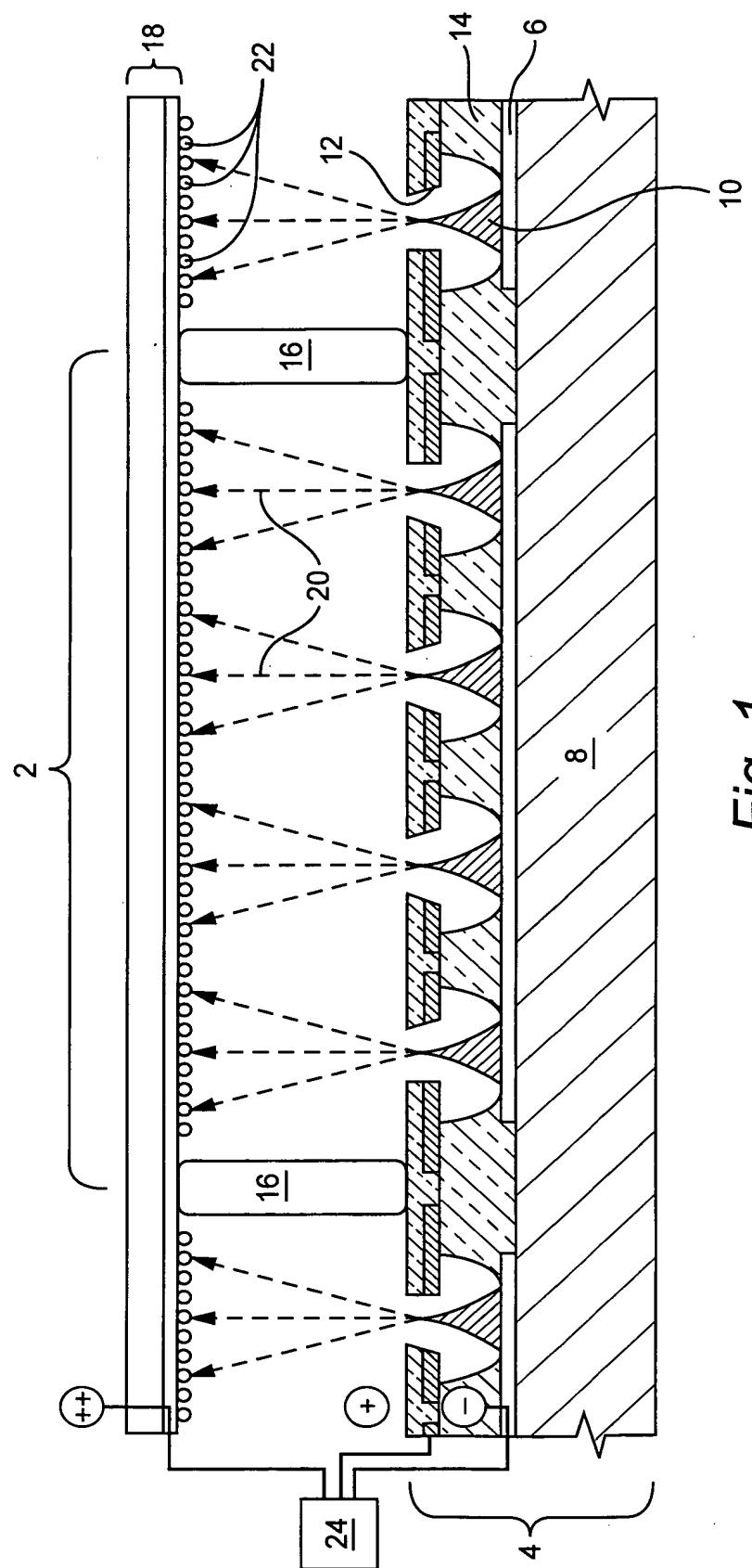
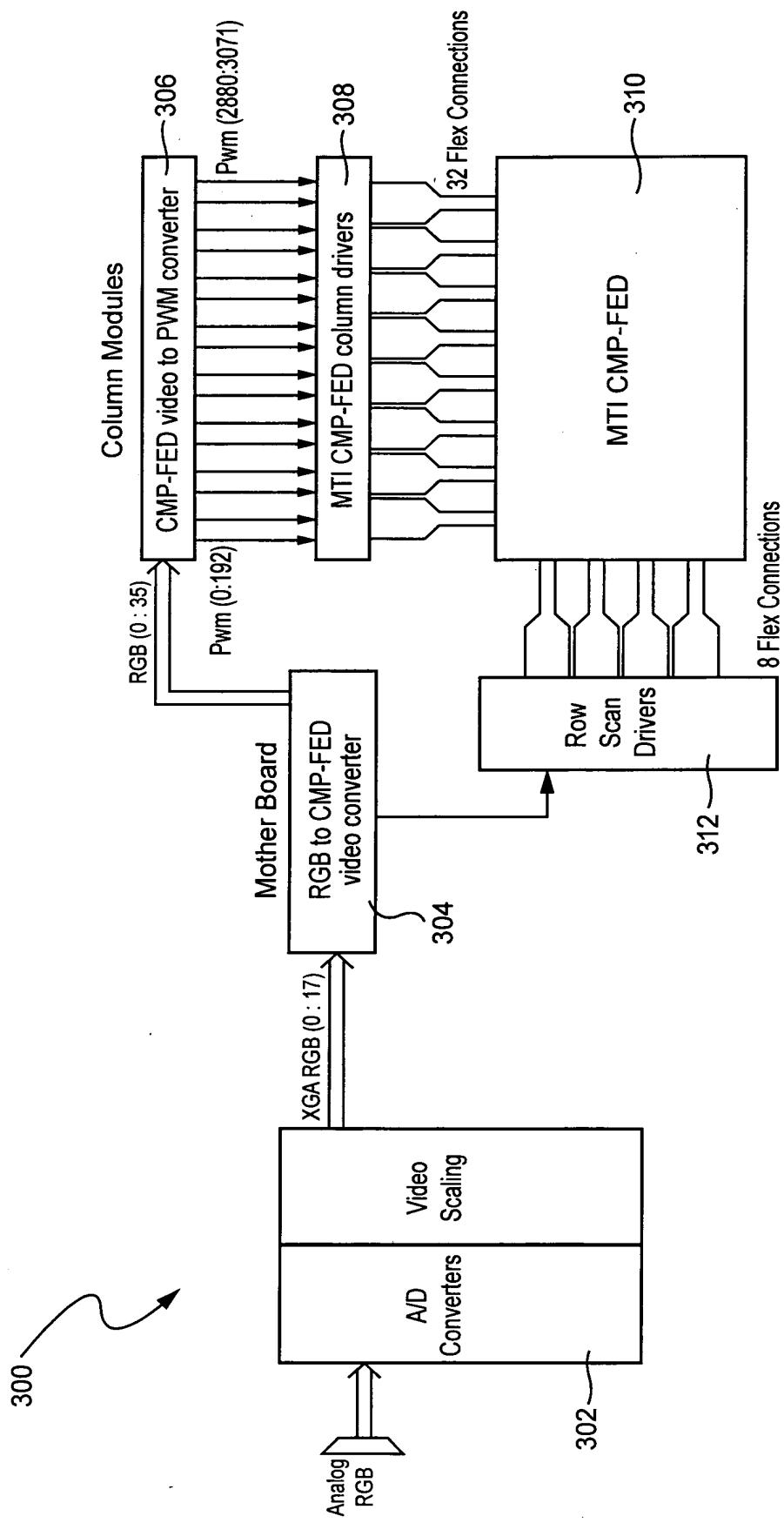


Fig. 1



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Fig. 2



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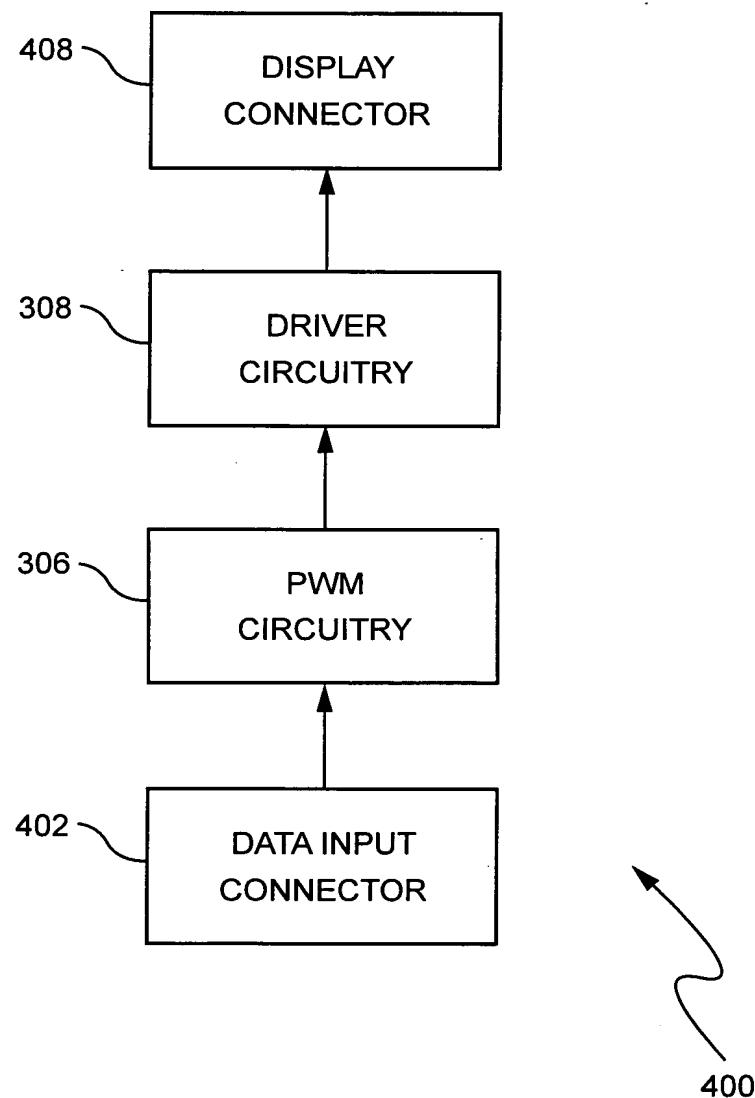
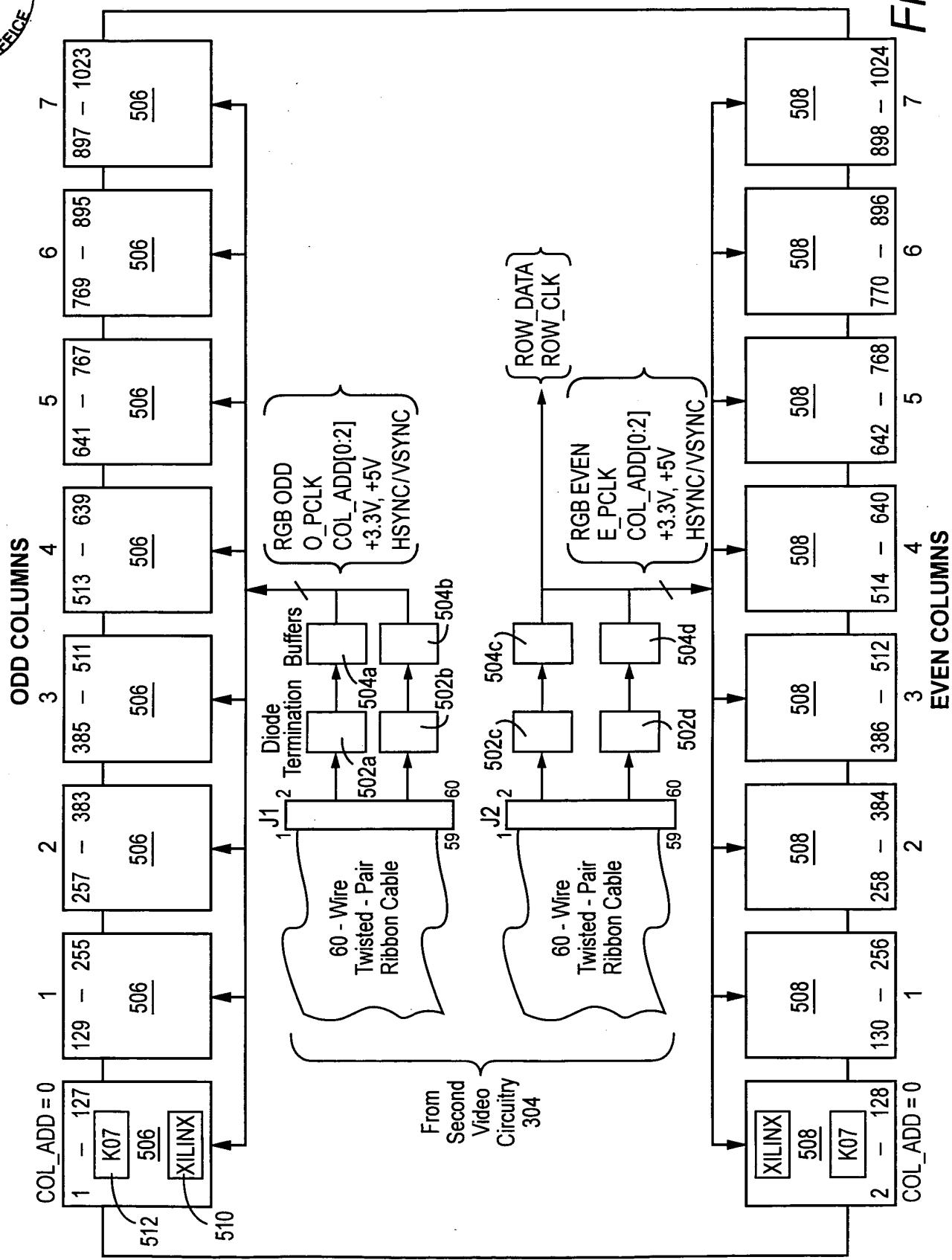


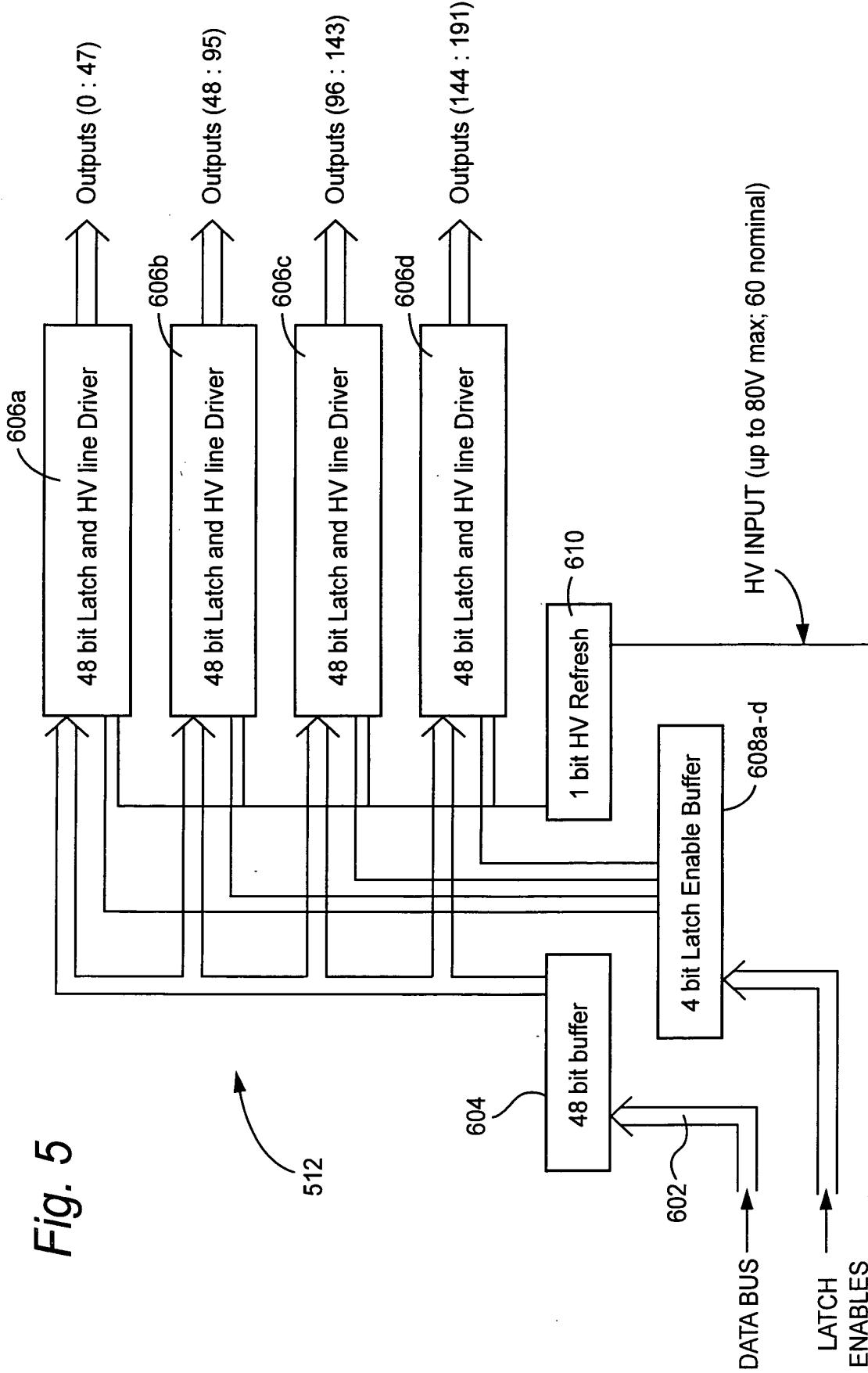
Fig. 3

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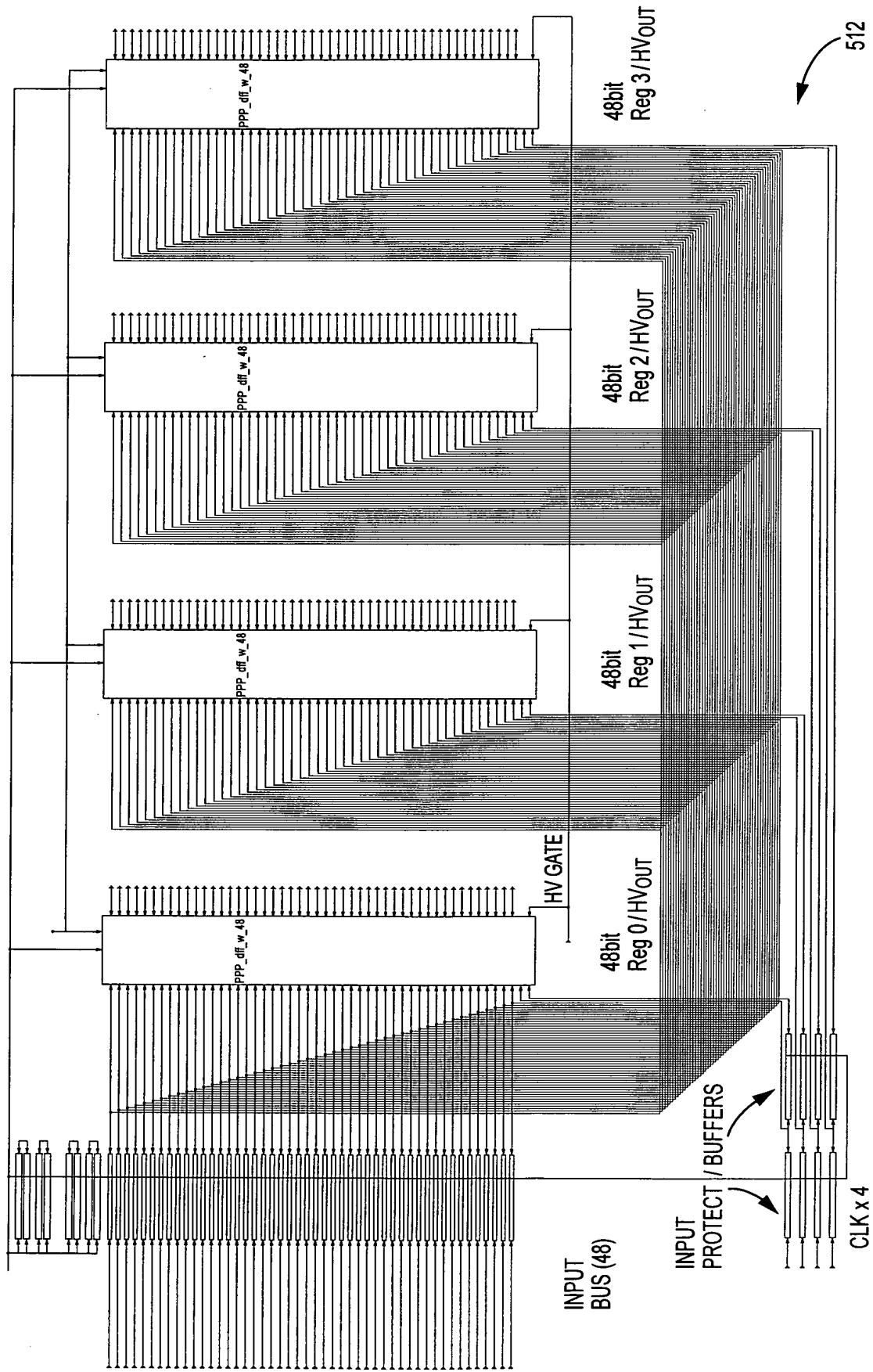
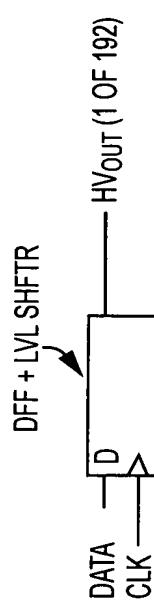


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Fig. 6



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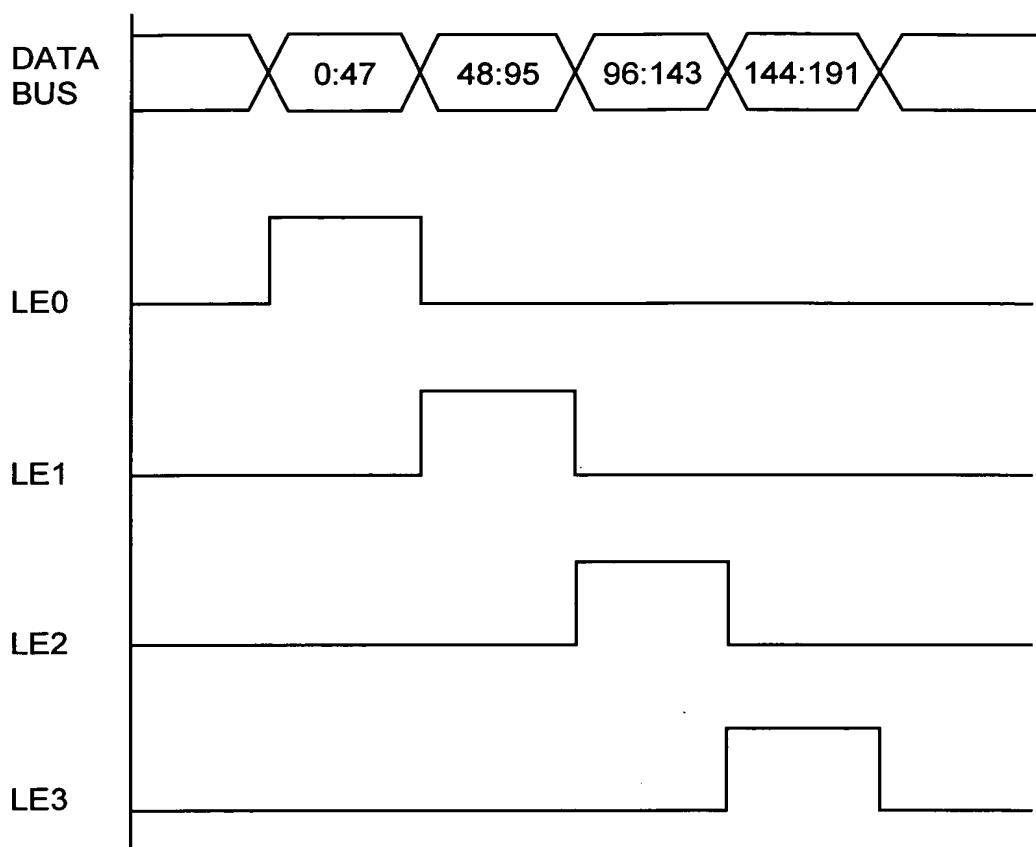


Fig. 7

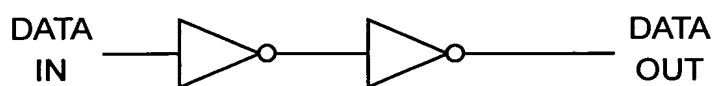


Fig. 10A

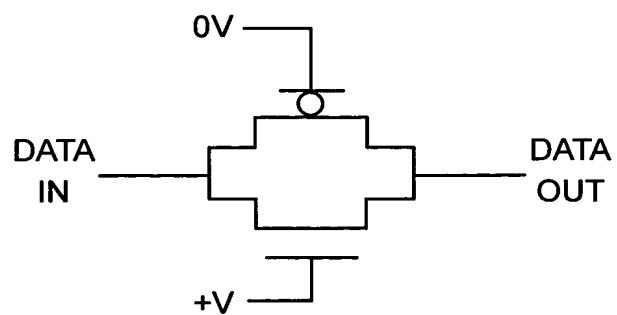


Fig. 10B



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VIDEO TIMING (BASED ON VESA 1024 x 768 @ 60 Hz STANDARD)

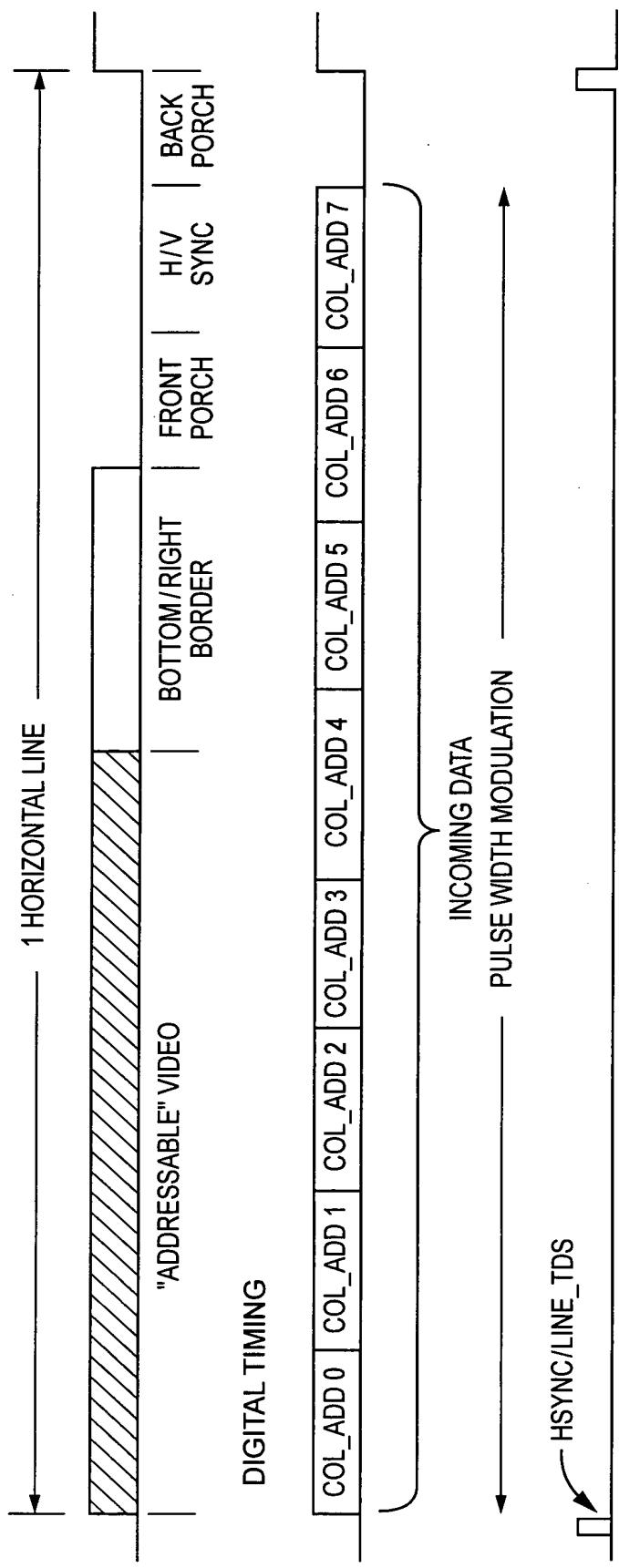


Fig. 8



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Fig. 9A

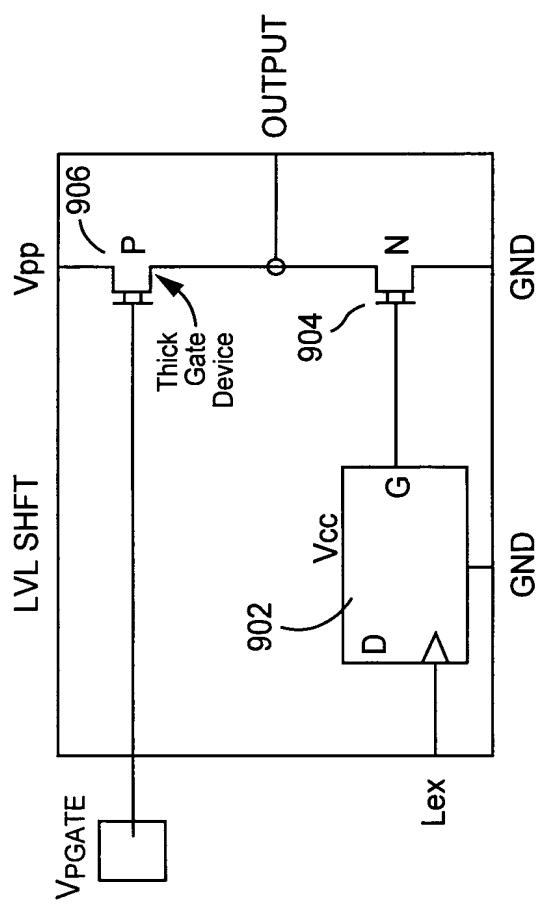


Fig. 9B

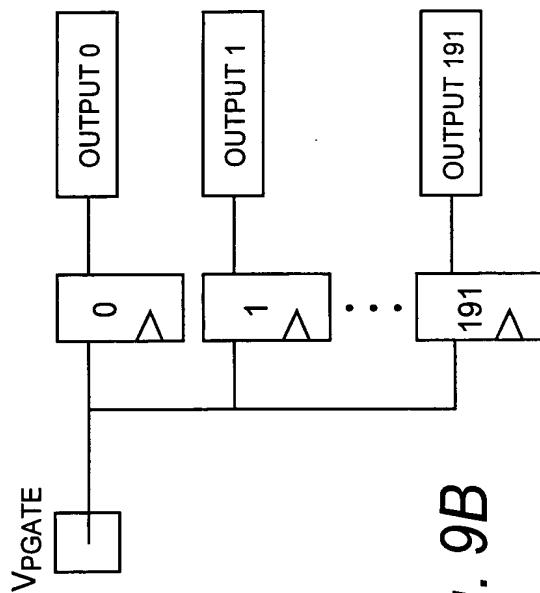
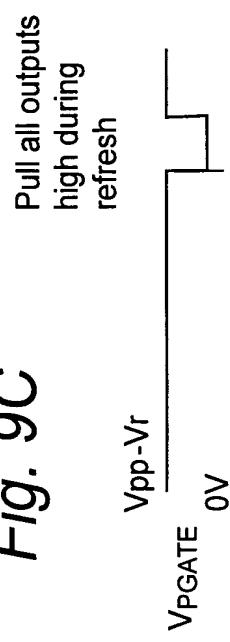


Fig. 9C



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Fig. 9C

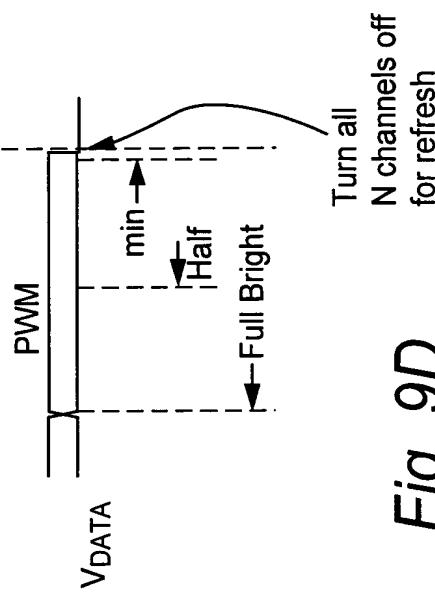


Fig. 9D



$$\text{Video} \dashrightarrow \# \text{rows} * \text{refresh} = \frac{1}{768 * 72} < 18\mu\text{s}$$

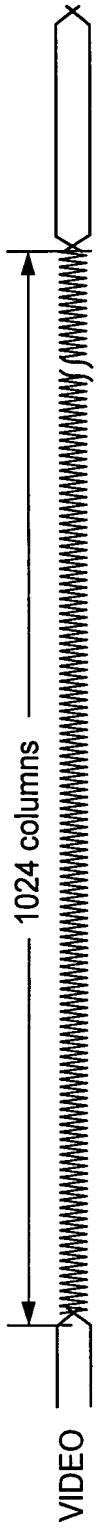
use this full $18\mu\text{s}$ - standard valid video will be about 80% or $14.5\mu\text{s}$

Fig. 11A



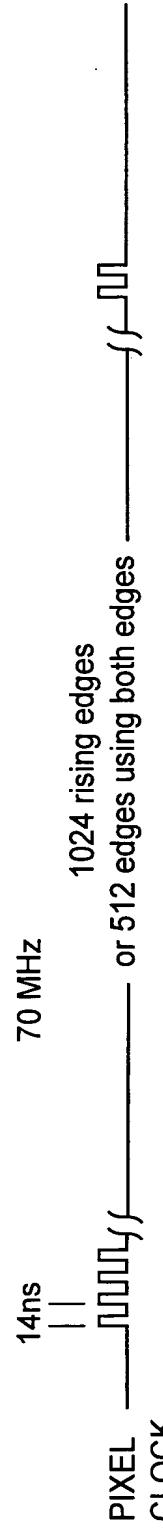
for example $14.5\mu\text{s}$

Fig. 11B



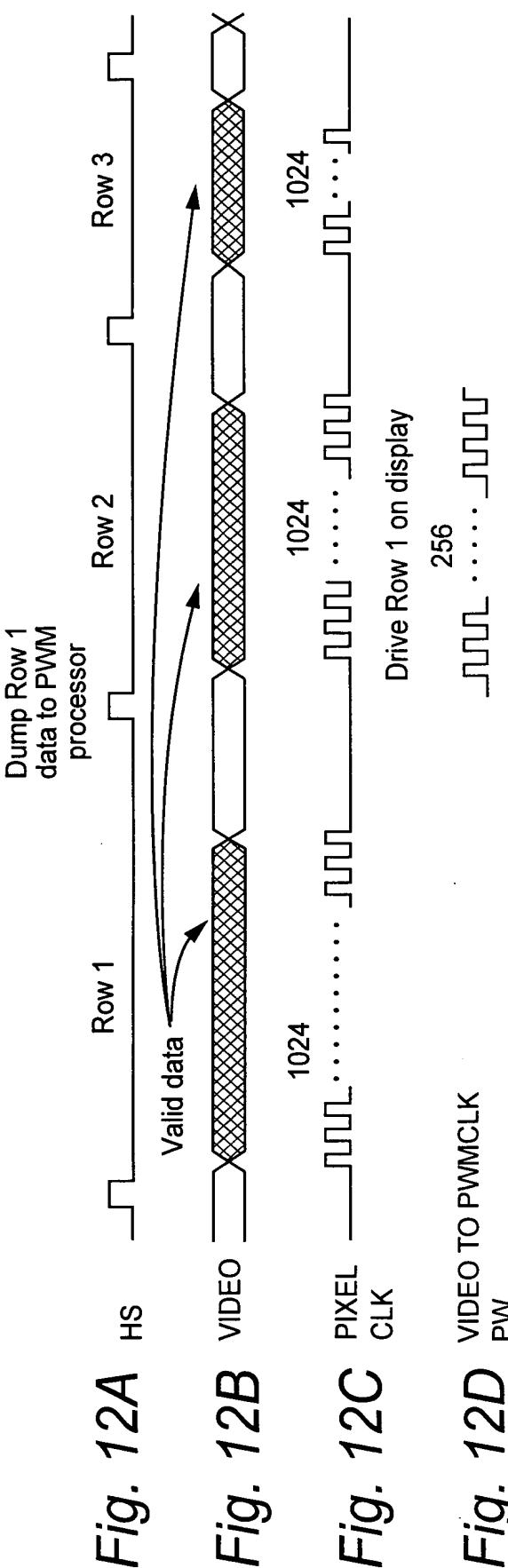
1024 columns

Fig. 11C



70 MHz
1024 rising edges
or 512 edges using both edges

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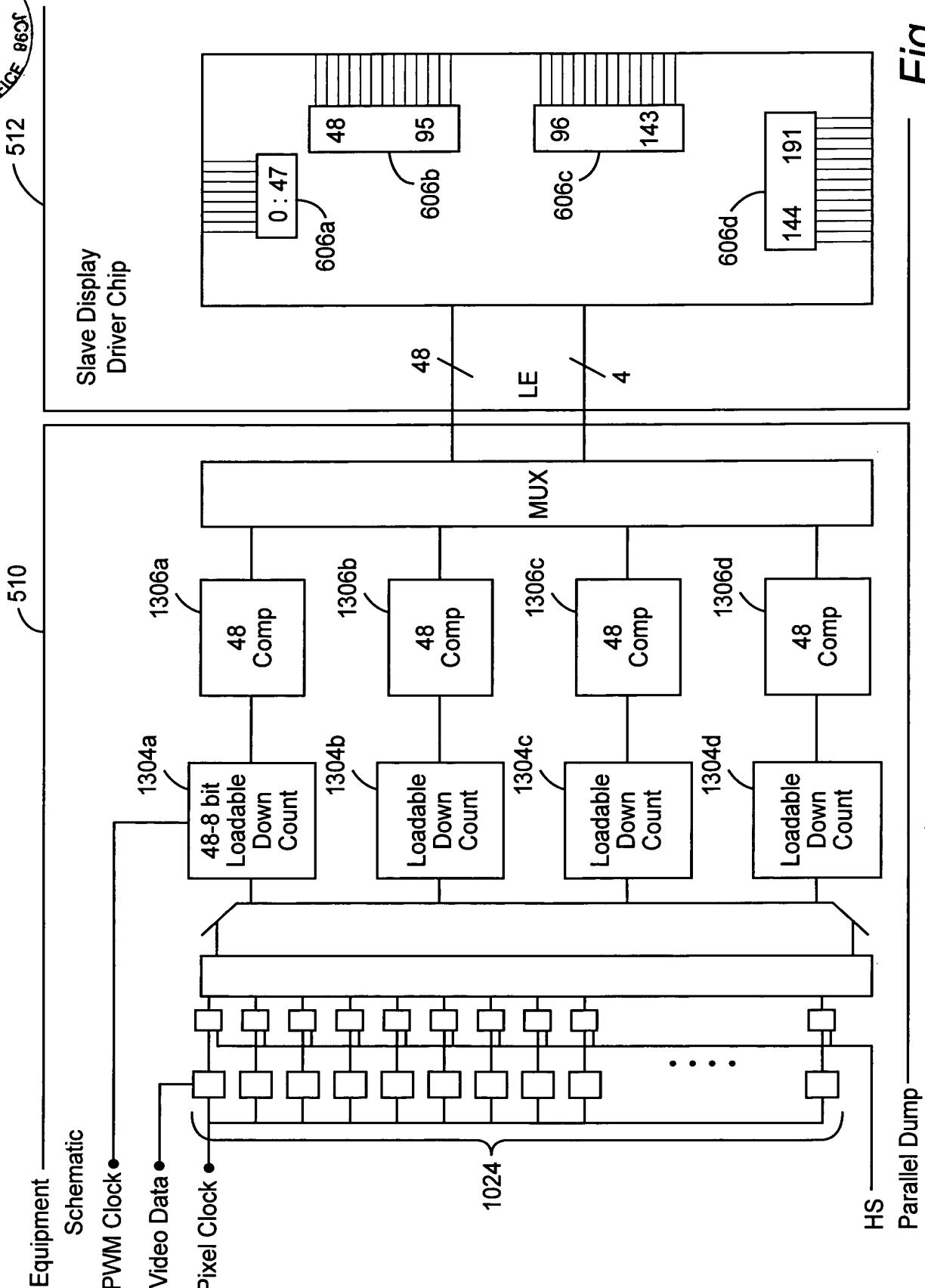


Fig. 13